

# Persephone, the lost Daughter

*A web enhancement for Episode 17 of the Midnight Express Podcast*

*'One good thing about music - when it hits you, you feel no pain.'* Bob Marley

**Persephone is a vampire with very few options, evidenced by her current choice of patron and the friends who will very soon expose her past. She is a Damoclean study, and once introduced to the chronicle, it is only a matter of time before the blade falls.**

**Once embraced by the Daughters of Cacophony after moving her Sire to tears, Persephone was taken from her small-town upbringing and immersed in luxury. Tutors showed how her undead state affected vocal talents, and whilst not a quick study, the fledgling applied a level of enthusiasm her Sire found both refreshing and endearing. Ensnared in a country estate, with only her Sire and a retinue of ghouls, Persephone's education focused on artistic endeavours rather than matters of vampiric existence and politics; a move that would later restrict her choices and restrain her freedom.**

**The idyllic first years allowed Persephone a previously absent level of security and contentment; a steady supply of study and blood nourished both talent and body.**

**Her Sire remained a constant source of encouragement and delight, although infrequent long trips away from the estate turned Persephone's mind to the outside world and her eventual role in this night-time society.**

**These musings were not to mature at the estate as her Sire returned one evening in a state of fear and agitation. Clothes covered in her own vitae, severe burns, and wounds that the blood of the two dead ghouls in her car could not completely heal broke the serenity of the estate. The folly of her flight was revealed as the hunter tracked back to the estate and put the Sire to stake and fire, his comrades ending the lives of the ghoul staff.**

**Flames brought true terror and Persephone had enough time to gather a handful of belongings and flee into the state forest behind the stately home.**

**The next few months stripped away the previous few years of civility and higher culture as Persephone fought for survival, sustained on the blood of animals and campers, and then becoming an urban**

predator in the closest city. Her cunning had been honed in the forest, but the neonate lacked the refined carefulness of a city vampire. She was soon found by others of her kind, a small band of Anarchs who abided by a code predicated on '*strength of numbers*'. She found a place in their 'crew' and her talent proved a great asset.

One night on a hunt, she recognised a face in restaurant window; that of the hunter who led the attack on her Sire. Fighting primal fear, she slipped back to the crews' haven, gathered her belongings and fled. This time she knew that a stronger ally would be needed, and a larger city might provide more camouflage against the hunter.

She was correct on both counts. Now Persephone lives in a Camarilla city, favoured protégé of the Toreador Primogen. Her current unlife has faint echoes of those nights spent on the estate, but there is a calculating cruelty that hides behind the Primogen's genial facade. The Daughter has recently realised that she is a tool in some grander scheme, but as



long as she obeys her patron unlife is pleasant enough.

Her only minor acts of rebellion involves sneaking out to sing to small mortal crowds. Persephone can feel the build up of energy in the room as she performs to an intimate gathering; there is a pure scent to their fascinated enjoyment that sometimes, just sometimes, is more gratifying than the blood she takes from them post-performance. However, these crowds, enraptured or no, are a dangerous addiction as news of a fame heightened by mystery will spark faddish interest in the kine that could expose her, and the Camarilla. With an already dangerous past, Persephone now courts a third disaster with her unauthorised performances; and whether her new mentor is willing to protect the Daughter is a test best not undertaken.

**Image:** Persephone was embraced in her mid-twenties and still has a spark of youthful enthusiasm in her eyes when she sings. At other times, she seems a study in contrast; barely restrained energy constrained by painful experience and dangerous ignorance. At court, she is dressed in the latest fashions (supplied by a designer in thrall to the Primogen) but she prefers a more unassuming garb when visiting the city. Her favourite colour is turquoise and some object of this hue will be found as part of wardrobe no matter where she travels. Her only other affectation is a gold shield-shaped locket on a matching heavy chain that she wears as a necklace, the last item left of her Sire.

**Role-playing hints:** Persephone knows the Beast a little better than most Camarilla vampires. It was the entity that saved her in the nights following the fire and gave her the strength and guile to hunt.

As such, the Daughter doesn't fear the Beast, and sometimes talks to it as a way of calming herself. Perhaps in those moments when she seems most distracted - humming a tune and singing snatches of

verse is when the Beast is speaking back, but only Persephone could possibly know.

She speaks in a measured tone, but there is clearly enthusiasm in her voice. Persephone will actively avoid questions about her past and is adept at turning the conversation so that her questioner can speak about themselves instead. Most people don't realise that conversations often reveal far more about the other vampire than the Daughter as she proves to be an engaging, interested and genial conversationalist. However, she is also prone to long periods of silence and distraction. During these 'artful musings' (as the Toreador label them) very little of the outside world will intrude. These 'musings' can last from a few hours, to three or four nights when the mood strikes. These musings always result in new work, which is why the eccentricity endears her to the Toreador who even now suspect that she is not one of them.

In your chronicle: Persephone is hunted and her unfortunate ignorance is extremely dangerous. If her current protector was made aware of the past few years, the young Daughter would find that her allies were few.

Firstly, there is the unresolved hunter who slew Persephone's Sire and burnt the estate to the ground. Was his sighting pure coincidence (and over-reaction on her part) or is he actively hunting her? If so, does he have an agenda involving the Daughters of Cacophony, or a more general desire to hunt vampires? Is he able to connect her previous location with the current city, and how will he react when he uncovers a larger target-rich environment? Given Persephone's penchant for late-night escapes and impromptu performances, it seems that a confrontation is inevitable. The characters could be investigating rumours of the singer (perhaps even hired by the Toreador to find the identity of the mysterious performer) and discover Persephone, or



conversely the Primogen may know about the Daughters escapes and hire the characters as watchful protectors. Either option could intersect with a hunters agenda.

Next is the question of her Anarch crew. Assuming that they weren't the last focus of the hunter, they may have a vested interest in finding out why she vanished. If their investigations lead to a Camarilla court, how will they react? Will they believe that she has been captured, brainwashed, and inducted by the Toreador? Perhaps they will assume that she is being held unwillingly and stage a 'rescue'. In this scenario, the role of the characters could be predicated on political affiliation. They could be members of a Barony seeking answers to the disappearance of one of their own. Or they could work for a rival Elder to the Toreador who wants to dig into Persephone's past to gain political leverage. They may even be surreptitiously hired by another Daughter who has suspicions that Persephone is a wayward childer who needs to be *'returned to the fold'* and this investigation starts with the Anarch crew. If you are running a hunter

game, then the characters could be following leads from city to city, chasing a vampire that is reported to '*kill with her song*'. The only solid lead the hunters have is the Anarch crew that they simply know are her 'pack'.

Lastly, is to focus on Persephone. She is craving stability and to recreate the Sire/Childer relationship of the early nights at the estate. This deep nostalgic longing is what causes her to accept the current situation without many questions, but her true self is only revealed at the impromptu performances. Sympathetic coteries may become party to her exploits, although her Discipline indiscriminately targets the audience. Characters may be subjected to uses of Melpominee and the resulting emotions will vary. It is entirely possible that some vampires will become willing addicts to her music and this type of powerbase will threaten the Toreador Primogen when word reaches them.

Overall, Persephone represents a complex character with opportunities to build character- or emotion-driven stories. The best use of the Daughter in a chronicle is to select one or two hooks and weave them into your plot; an attempt to include a hunter-Camarilla-Anarch-Independent four-way tug-of-war is fraught with difficulty. It can be accomplished with planning, but care needs to be exercised to ensure that players don't become overwhelmed and disengage simply because there is '*too much going on*'.

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